

Loops and Conditionals Learning Goals Scale

Topic: Implement Loops and Conditionals in Scratch			
Learning Goal: Students will be able to implement, analyze, and create scripts in Scratch that include looping and conditional statements to produce projects that are as good as the benchmarks.			
Computer Science			
Score 4.0	In addition to Score 3.0 performance, in-depth inferences and applications that go beyond what was taught, such as <ul style="list-style-type: none">Creates projects that are significantly more involved and better than the benchmark.Thoroughly critiques complicated programs with these features.		Achieved and internalized
	3.5	In addition to Score 3.0 performance, in-depth inferences and application with partial success.	Achieved
Score 3.0	The student implements, analyzes, and creates scripts in Scratch that include looping and conditional statements to produce projects that are as good as the benchmarks.		Got It
	2.5	No major errors or omissions regarding the Score 2.0 details and processes and partial knowledge of the Score 3.0 ideas and processes.	Almost There
Score 2.0	The student exhibits no major errors or omissions regarding these elements: <ul style="list-style-type: none">Understands meaning of related vocabulary<ul style="list-style-type: none">Implement, analyze, loop, condition, conditional, efficient, revise, user-initiated, random, nestedCategorizes loops, conditionals, and conditionsRecognizes cause and effect of<ul style="list-style-type: none">different loops and conditionalsDifferentiates among if, if else, multiple if's<ul style="list-style-type: none">What happens when condition is true, false?Constructs programs that demonstrate the use of loops and conditionals with<ul style="list-style-type: none">Nested loops and conditionalsRelational operators: <, =, >Logical operators: not, and, or (compound conditions)User-initiated eventsTouching sprites and color touchingLocation coordinatesRandom numbers, variables, costumes		Getting Better & Learning More
	1.5	Partial knowledge of the Score 2.0 details and processes but major errors or omissions regarding the Score 3.0 ideas and processes.	Just Starting
Score 1.0	With help, a partial understanding of some of the Score 2.0 details and processes and some of the Score 3.0 ideas and processes.		
	0.5	With help, a partial understanding of some of the Score 2.0 details and processes but not the Score 3.0 ideas and processes.	
Score 0	Even with help, no understanding or skill demonstrated.		Not Trying

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